# CONTROL SUMMARY



## PAUSING THE GAME
• Press **PLAY/PAUSE**

## KICKING
• Kick the ball:
1) Press **C** to set the kicker in motion.
2) Press **C** when black bar reaches top of Power Meter to kick ball. The higher the bar, the farther the kick.

• Aim the ball: D-Pad **LEFT/RIGHT** while Power Meter is in motion.

• Move the kicking team to onside formation left before the kick: Press
1) **A** to call an audible
2) **C** to shift the players

**Note:** When your team in in onside formation, the kick meter changes proportionally so that maximum power equals about 15 yards.

• Move the kicking team back to its original formation after you've called an audible:
1) **A** to call an audible
2) **B** to position team.

# RECEIVING A KICK

Kick returners automatically field the ball and run unless you move them before or during the kickoff.

- Take control of kick returner:
  D-Pad **UP/DOWN/LEFT/RIGHT**.
- Move team into onside formation:
1) **A** to call an audible
2) **C** to shift players

**NOTE:** Press **A** then **B** to return to regular formation.

# BEFORE THE SNAP
## OFFENSE

- Snap the ball:                          **C**
- Call fake snap signal:            **B**
- Call an audible (a different play at the line of scrimmage):
1) Press **A** The audible indicator appears on the screen.
2) Press **A**, **B** or **C** to select designated plays. (See *Calling an Offensive Audible* on page 14.)

- Set a man in motion:          D-Pad **LEFT/RIGHT**

**NOTE:** The ball must be snapped before the 40-second Play Clock reaches zero or the offense will be penalized five yards for delay of game.

## DEFENSE

- Control a different player:          **B**
- Call an audible:
1) Press **A** The audible indicator appears on the screen.
2) Press **A**, **B** or **C** to select designated plays. (See *Calling a Defensive Audible* on page 17 to view a list of the game's audibles.)

# AFTER THE SNAP
## OFFENSE
### Running
- Dive:                          **A**
- Spin:                          **B**
- "Umph":                     **C**
- Change directions:    D-Pad **UP/DOWN/LEFT/RIGHT**

### Passing
- Call up Passing Windows:          **C**
- Pass to the player in window A:    **A**
- Pass to the player in window B:    **B**
- Pass to the player in window C:    **C**
- Stop Clock play: Hold **A** after previous play
- Hurry-Up offense: Hold **C** after previous play

Hold the button for a bullet pass or tap the button for a lob.

- Drop QB back or scramble:
  D-Pad **DOWN/LEFT/RIGHT**

**NOTE:** When you take control of the quarterback by pressing the D-Pad, you must press **C** to call up the passing windows.

### Receiving
- Take control of receiver:          **B**
- Dive for the ball:                     **A**
- Raise hands to catch the ball:    **C**

**Note:** You must take control of the receiver before you can make him dive or raise his hands.

### Punting
- See Kicking above.

## DEFENSE

- Dive at ball carrier: **A**
- Activate the defender closest to the ball: **B**
- Raise hands to block a kick or a pass at the line of scrimmage, or to intercept a pass: **C**

# DURING INSTANT REPLAY

- Rewind: (hold) **A**
- Run the tape (slow motion): (hold) **B**
- Run the tape (frame by frame): (tap) **B**
- Run the tape (normal speed): **C**
- Zoom in: Directional Pad **RIGHT**
- Zoom out: Directional Pad **LEFT**
- Raise/Lower Camera: Directional Pad **UP/DOWN**
- Isolate a player: **LEFT** and **RIGHT** SHIFT buttton

# CONTENTS

# STARTING THE GAME

1. Turn ON the power switch on your 3DO Interactive Multiplayer™. The READY light indicates that the unit is on.

2. Make sure a Control Pad is plugged into the Control Port on the Multiplayer console (if not, turn the player OFF, plug in a Control Pad, and turn the player ON again).

3. Press the OPEN/CLOSE button. The disc tray extends.

4. Insert your game disc into the disc tray (label side up) and press OPEN/CLOSE to retract the tray. The 3DO™ logo appears. (If you don't see it after a few seconds, turn OFF the player and begin again at step 1.)

# SETTING UP THE GAME

Use the Game Set-up screen to customize your contest.



- Cycle through options: D-Pad **UP/DOWN**.
- Cycle through choices for the selected option: D-Pad **LEFT/RIGHT**.

## PLAY MODE

1-PLAYER-HOME: You are the home team playing against the 3DO.

1-PLAYER-VISITOR: You are the visiting team playing against the 3DO.

2-PLAYER: You play against a friend. Available only in Preseason or Regular Season modes.

**Note:** If you're playing with two players, you'll need to plug a second Control Pad into the port on Control Pad 1. See your 3DO manual for more information.

DEMO: You watch a demonstration of the game.

## GAME MODE

PRESEASON: Stats and win/loss records don't accumulate; passes are easier to catch, your players are harder to tackle and your defense tackles better.

REGULAR SEASON: The same as Preseason, but everyone plays harder!

NEW PLAYOFFS: 1994 Playoffs: Six NFC teams and six AFC teams compete for the Super Bowl Trophy.

CONTINUE PLAYOFFS: Resume a tournament in progress at the next scheduled game. (You must have already won a tournament game to select this mode.)

NEW ALL-TIME PLAYOFFS: Play a tournament with eight Championship teams.

CONTINUE ALL-TIME PLAYOFFS: Resume an All-Time tournament in progress at the next scheduled game. (You must have already won a tournament game to select this mode.)

*To learn more about the playoff tournament, turn to ENTERING THE PLAYOFFS on p. 20.*

# HOME TEAM

Select the team playing for the home crowd.

# VISITOR TEAM

Select the visiting team.

**Note:** When you're playing in a tournament, the 3DO decides which player is the home team.

# QUARTER LENGTH

5 MINUTES
10 MINUTES
15 MINUTES

# STADIUM

DOME
Open-Grass
Open-Turf

# WEATHER

The weather can affect a game in an open stadium, but not in a domed stadium. The players tend to have better traction on artificial turf than on natural grass.

FAIR
WIND
RAIN
SNOW
VARIABLE

When you've set up the game to your liking, press **PLAY/PAUSE**.

# PLAYING A GAME

## COIN TOSS/WIND

Before the referee can start the game, the coin must be tossed. The winner must choose to kick or receive, and the loser must choose which goal his team will defend in the first half. Choose **A** for Heads or **C** for Tails before the coin is tossed.
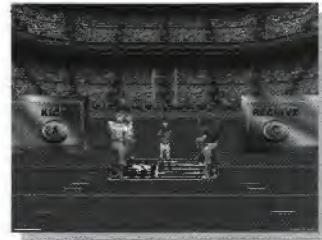
If you lose the toss, you must choose a goal to defend. Look at the flag to see which direction the wind is blowing. Make sure to note which goal the wind is blowing toward, and remember that the wind blows with the same force and in the same direction for the entire game. Press **A** or **C** to choose a side to defend.

# THE SCOUTING REPORT

From the Game Set-Up screen, press **A** to receive the *Scouting Report*, complete with video footage.

- To view the videos, Press **B** from the Scouting Report menu.

Each player on the roster is rated on a scale from 1 to 15. You can scout any team before the game, but while a game is in progress you can scout only the teams on the field.Press PLAY/PAUSE to pause the game, then select Scouting Report .

# RECEIVING THE KICK

If you're receiving the kick, your return man automatically fields the ball and runs it back. You can take control of him as soon as the ball is kicked.

Press the D-Pad in the direction you want the player with the star to move.

To line up in onside formation:
1) Press **A** to call an audible
2) Press **C** to shift the players

**Note:** Press **A** then **B** to return to the previous formation.

# KICKING


— Distance
|
Direction
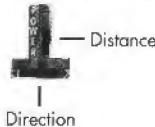
The following kicking instructions apply to kickoffs, punts, and field goals.

1. Press **C** to snap the ball and start the Power Meter moving upward.

2. To aim the kick, D-Pad **LEFT/RIGHT** after you press **C**.

3. Press **C** again to stop the meter and strike the ball. The higher the meter is at the time when you stop it, the farther the ball travels.

# ONSIDE KICK

1. Press **A** to call an audible.

2. Press **C** to set the onside kick formation.

(If you change your mind and want to return to the normal kickoff formation, press **A** and then **B**.)

3. Press **C** to put the Power Meter in motion.

4. Press **C** again immediately while pressing the D-Pad **RIGHT**.

**Note:** When the kicking team is set in onside formation, the kick meter's range is reduced so that the maximum distance the ball can be kicked is 15 yards.

# OFFENSIVE COORDINATION

*John Madden Football*™ allows you the choice to control a play from the moment the ball is snapped until the referees blow it dead, or to simply call a play and watch it unfold. But before you can call a play, you have to select a set and a formation.



* To Select an offensive play:

1. D-Pad **RIGHT/LEFT** to cycle through the player set types, then press **A**, **B** or **C** to select.
2. D-Pad **RIGHT/LEFT** to cycle through the formations, then press **A**, **B** or **C** to select.
3. D-Pad **RIGHT/LEFT** to cycle through the plays, then press **A**, **B** or **C** to select.

*(See* FORMATIONS, PLAYS and ALIGNMENTS *on page 21 for descriptions of each formation and type of play.)*

> **HINT:** A fake snap might draw the defense offsides. Press **B.**

# RUNNING

The handoff on a running play is automatic. You take control after the handoff. The star symbol marks the ball carrier, and his jersey number appears so you know who he is. Use the D-Pad and the action buttons to move the ball carrier through the defense, or watch the 3DO execute the play you just called.

Dive            Press **A**
Spin            (hold) Press **B**
"Umph"          (tap) Press **C**

# PASSING

There are three receivers for every passing play, represented by the **A**, **B** and **C** buttons.

After you snap the ball, you can let the computer execute the play, or you can press **C** to bring up the passing windows. Then press the button corresponding to the window of the intended receiver.

Pass to a receiver by pressing the corresponding button.

Hold the button for a bullet pass; tap it for a lob.
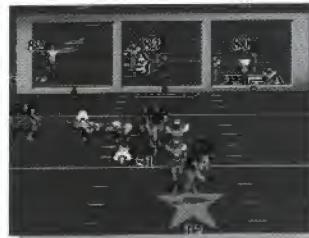


HINT: At the line of scrimmage you can send a receiver in motion by pressing the D-Pad **LEFT/RIGHT**.

## TAKING CONTROL OF THE QUARTERBACK

If you move the quarterback out of the pocket or off his designed roll-out by pressing the D-Pad in any direction, the 3DO will no longer execute the play. Then it's up to you to press **C** to bring up the passing windows, choose a receiver, and pass the ball.

Once the ball is in the air, the passing windows disappear. The target spot where the ball is headed appears on the field as an orange, circled cross.

Press **B** to switch control to the intended receiver, then use the D-Pad to guide the receiver to the spot if he's not already there. Also, you can press **C** to raise the receiver's hands. This increases the chance of catching the ball.

Also, you can press **C** to raise the receiver's hands and jump. This increases his chances of catching a high pass.

- Dive for the ball:       Press **A**
- Reach for the ball:       Press **C**

# CALLING AN OFFENSIVE AUDIBLE

There are three pre-programmed audibles in every formation for the offense:

- To Execute an audible:

1. Press **A.** The Audible Indicator appears on the screen.
2. Press **A**, **B** or **C** to select an audible.
3. Press **C** to snap the ball. The play begins.

## OFFENSIVE AUDIBLES
### PRO FORM
**A** Play Action 1
**B** Halfback Toss
**C** Cross Pass

### GOAL LINE
**A** Flood Left
**B** QB Sneak
**C** Play Action

### SHOTGUN
**A** Halfback Toss
**B** Halback Draw Trap
**C** Hooks

### FAR
**A** Fullback Screen
**B** Halfback Trap
**C** Hooks

### NEAR
**A** Fullback Circle
**B** Halfback Toss
**C** Play Action

### RUN AND SHOOT
**A** Wide Receiver Screen
**B** Halfback Toss
**C** Deep Post

### I FORMATION
**A** Quick Slant
**B** Halfback Sweep
**C** Wide Receiver Outs

### SINGLE BACK
**A** Quick Screen
**B** Halfback Sweep
**C** Circle Pass

## HURRY-UP OFFENSE

When the clock's running down at the end of a half or at the end of a game, most teams don't take the time to huddle. At the end of a play you can go straight to the line of scrimmage, where you can choose the formation and play, but not the players on the field.

- Press **C** right after the whistle.
- Press **A** right after the whistle to run the Stop Clock play.

## SUBSTITUTIONS

When you're on offense, you can substitute your quarterback. If your backup signal caller is a better runner than the starting guy, you might want to put in the sub against a team that has given up zero yards passing.

- To replace your quarterback:

1) Press **PLAY/PAUSE** to pause the game, then D-Pad **DOWN** to SUB IN QB.

2) Press **C**. Your quarterback is substituted, and you return to the playcalling screen.

**Note:** You can substitute your quarterback only between plays when you are on offense.

# DEFENSIVE COORDINATION

As with the offense, the 3DO will control the defense if you wish. In fact, you don't even have to call your own formations, sets and plays. If you don't choose a defense, your team runs the Madden-recommended play. (See page 29 for a description of each formation and alignment.)

After calling a defensive play, you can select the man you want to control by pressing **B** until the star appears under that player.

The most important command to know on defense is the **B** button. The **B** button switches your control to the defensive player closest to the ball carrier. Move your defender with the D-Pad.

- Dive at ball carrier: **A**
- Activate the defender closest to the ball: **B**
- Jump and raise hands to block a kick or a pass at the line, or to intercept a pass, or to lay a heavy hit: **C**

## CALLING A DEFENSIVE AUDIBLE

You call a defensive audible the same way you call an offensive audible.

**GOAL LINE**
Attack: Center: **A**
Cover: Safety Blitz: **B**
Read: Zone/Man: **C**

**4-3**
Read: Jam Middle: **A**
Attack: Mad Tiger Blitz: **B**
Cover: Short Zone 2: **C**

**3-4**
Attack: Jam Middle: **A**
Read: Monster Blitz: **B**
Cover: Medium Zone: **C**

**NICKEL**
Cover: Safety Cheat: **A**
Attack: Mad Tiger Blitz: **B**
Read: Prevent: **C**

**DIME**
Read: Safety Cheat: **A**
Attack: Center Blitz: **B**
Cover: Prevent 2: **C**

# Pausing The Game

You can pause the game at any time. The game clock stops running, and the Pause Menu appears. From this menu you can exercise many of the same options available in the Pregame Options Menu.

• To Pause the game: Press **PLAY/PAUSE**.

## INSTANT REPLAY

You can view an instant replay after any play.

1) Press **PLAY/PAUSE** to pause the game.
2) Select Instant Replay, press **C**.
3) Follow the VCR-like control instructions in the left corner of the screen to operate the replay camera.



Hold **A**: Rewind
Tap **B** repeatedly: Replay Frame by Frame
Hold **B**: Replay in Slow Motion
Press **C**: Replay at Normal Speed

D-Pad **LEFT/RIGHT**: Zoom in and out
D-Pad **UP/DOWN**: Raise and lower camera

If you wish to isolate a particular player or a particular portion of the field, use the Left and Right Shift buttons to position the circle over the player or portion of the field you want to isolate, then follow the above instructions.

## CALLING A TIMEOUT

Each team is allowed 3 timeouts per half. A player can also pause the game at any time and as often as is necessary.

1) Press **PLAY/PAUSE** to pause the game.
2) D-Pad DOWN to highlight *Call Time Out*, then Press **C**.

## TURN COMMENTS ON/OFF

John Madden Football features the original commentary of ex-NFL great, Super Bowl Champion and Emmy Award winning broadcaster John Madden. You can play the game with John Madden's insightful commentary, or you can play it and call it on your own.

• Turn Comments ON or OFF from the Game Paused screen:

1) D-Pad (**DOWN**) to *Turn Comments On/Off*.
2) Press **C**. You return to the Game Paused screen.

**NOTE:** Comments On is the default mode.

## HALFTIME

At halftime, the Game Stats screen appears. D-Pad **DOWN** to view additional statistics. Press **A** to view the quarter-by-quarter scoring summary. While viewing the scoring summary, D-Pad **RIGHT** to advance to the next score. D-Pad **LEFT** to review a previous score.

# ENTERING THE PLAYOFFS

*John Madden Football* features two types of playoffs: the New Playoffs, featuring the 1993 teams, and All-Time Great Playoffs, featuring the best teams ever. Both types of playoffs work the same way.

- To Enter the Playoffs: From the GAME SET-UP screen, D-Pad **LEFT/RIGHT** to highlight New Playoffs or All-Time Playoffs; then press **PLAY/PAUSE**.

The Tournament Tree appears. D-Pad **LEFT/RIGHT** to scroll through the tree. Press PLAY/PAUSE when you're ready to go the the Pregame show. The TEAM MATCH UP screen will appear before going to the coin toss.

Play a Playoff game as you would play a Season game.

## AFTER A PLAYOFF GAME

After a playoff game, the DIVISIONAL PLAYOFFS screen appears.

## SAVING THE PLAYOFFS

*John Madden Football* automatically saves your Playoffs or Season in progress, as long as you have finished a game.

- To Restore a playoff: Select *Cont. Playoff* or *Cont. All-Time Playoffs* from the Game Set-Up screen.

# FORMATIONS, PLAYS AND ALIGNMENTS

Below is a list of the available formations. Following the formations are the plays and the most common alignments.

### SHOTGUN
This is primarily a passing formation because the quarterback receives the snap about five yards behind the line. He gets a deeper drop, which means more time to throw the ball.

### RUN & SHOOT
This formation has four quick receivers and a halfback. Guys with good hands who run forty yards in less than five seconds are the stuff defensive backs have nightmares about.

### PRO-FORM
This is a version of the pro-set, where a fullback and a halfback line up beside one another and behind the quarterback.

### FAR and NEAR
These terms simply describe where the halfback lines up. He's either *far from* or *near to* the strong side of the offensive line. (That's the side where the tight end lines up.)

### I FORMATION
Two backs line up directly behind the quarterback. A great formation from which to run dives, sweeps and screens.

### SINGLE BACK
Two tight ends and one halfback make this a good rushing formation.

### GOAL LINE
Two backs directly behind the quarterback and everyone else tight on the line make this a fine formation for short yardage situations.

# OFFENSIVE PLAYS

## FLOOD

One of the most effective ways for a quarterback to beat zone coverage is to flood, or overload the zone with multiple receivers. A defender has to think twice about leaving his own zone to follow a receiver into another guy's zone.

## CUT

You've heard of turning on a dime. That's sportswriter talk. I never really understood why you'd want to do that, even if it was possible. I guess it means turning fast. I think cutting is a more accurate description of the ability to change direction. A guy's going one way and boom, he cuts and is going another way.

## PULL

In a pull play the guard runs parallel to the line of scrimmage and turns up field when he clears the tight end. The running back follows right behind, a smile on his face.

## TRAP

Like all good offensive plays, the Trap depends on deception to work. The idea is you "trap" a defensive guy into thinking one thing is happening, when really something totally different is going on. For example, you let a defensive end just walk into the backfield. You put up only token resistance. He's saying "Man, this is a piece of cake, I'm going to stuff this play and maybe get a sack." Suddenly an earth mover disguised as an offensive guard comes from an unexpected direction and the defensive guy is on his backside wondering what happened. The runner jets through the area where the defensive guy was, when he was standing up.

## COUNTER

A Counter play relies on misdirection. You try to sell the defense on the idea that the play is going right, for example, when in fact you want to go left. It's a tough sell. You send everybody but the water boy and the guy who's going to carry the ball in one direction. When you have them moving the "wrong" way, give the ball to the running back and he runs to daylight in the opposite direction.

## SCREEN

A screen is a short pass caught behind the line of scrimmage. Usually the quarterback lures rushing defenders toward him and then loops a soft pass over their outstretched hands to a moving running back/receiver who follows a screen of blockers downfield.

## PLAYACTION

Playaction (also called play fake) refers to a pass thrown after the quarterback has faked a handoff to a running back. The back tries to add to the deception by pretending to take the ball and follow blockers. The idea is that the fake delays the pass rushers, and makes the defensive backs run toward the line to help tackle the guy they think has the ball.

## DRAW

The opposite of a playaction pass. The QB drops back as if to pass and hands off to the running back who charges up the middle of the formation. By the time the rushing defenders realize the deception, their momentum may have taken them beyond the ball carrier.

## QUICKOUTS

Sometimes called a square out. In this pass pattern the receiver takes a few steps upfield and makes a quick 90 degree cut to the nearest sideline. If he doesn't want to sit next to the water cooler for the rest of the game, he tries to stay in bounds.

## CROSS

Most crossing patterns are the opposite of quickouts—the receiver turns toward the middle of the field. Some guys call them slants, but it just depends on the angle that the receiver runs.

## POST UP

Post patterns are for fast guys. The receiver runs downfield and angles in toward the goal post. If the quarterback can really air out the ball, and the receiver can run like the wind, this bomb can score.

# OFFENSIVE ALIGNMENTS

The formations show how your offensive team lines up when you call certain plays (see OFFENSE, above). Remember: Not all plays are compatible with every formation. We're showing you the most common ones here. You'll be more competitive if you use these alignments in combination with the PLAYER RATINGS found in the Scouting Report. Here's an example of how they work.

From the Scouting Report you can find out who your fastest wide receiver is. You might want to call a play for him from the passing windows, if his hands are as good as his feet.

### Normal/ PRO FORM

```
WR2        LT  LG  C  RG  RT  TE1
                QB
                                WR1
           HB1        FB
```

### Normal/ SINGLE BACK

```
           HB1 LT  LG  C  RG  RT        WR1
WR2               QB          TE1
                  FB
```

### Normal/ NEAR

```
    WR2        LT  LG  C  RG  RT  TE1
                    QB
                                    WR1
                    FB  HB1
```

### Normal/ FAR

```
    WR2        LT  LG  C  RG  RT  TE1
                    QB
                                    WR1
                HB1  FB
```

### Normal/ I

```
    WR2        LT  LG  C  RG  RT  TE1
                    QB
                    FB              WR1
                    HB1
```

### Normal/ GOAL LINE

```
        WR2 LT  LG  C  RG  RT  TE1
                    QB
                    FB          WR1
                    HB1
```

### Normal/ SHOTGUN

```
    WR2        LT  LG  C  RG  RT  TE1
        HB1                         WR1

                    QB  FB
```

## Normal/ RUN & SHOOT

```
WR2            LT  LG  C  RG  RT              WR1
      HB1               QB          TE1
                        FB
```

## Big/ PRO FORM

```
      TE2      LT  LG  C  RG  RT  TE1
                        QB              WR4
               HB1         FB
```

## Big/ NEAR

```
      TE2      LT  LG  C  RG  RT  TE1
                        QB                  WR4
                        FB  HB1
```

## Big/ SINGLE BACK

```
          HB1  LT  LG  C  RG  RT        WR4
      TE2               QB          TE1
                        FB
```

## Big/ GOAL LINE

```
          TE2  LT  LG  C  RG  RT  TE1
                        QB              WR4
                        FB
                        HB
```

## Hands/ PRO FORM

```
      WR2      LT  LG  C  RG  RT  WR3
                        QB                  WR1
               HB2         HB1
```

## Hands/ SINGLE BACK

```
               HB2  LT  LG  C  RG  RT      WR1
      WR2                QB          WR3
                        HB1
```

## Hands/ I

```
      WR2      LT  LG  C  RG  RT  WR3
                        QB                  WR1
                        HB1
                        HB2
```

## Hands/ GOAL LINE

```
          WR2  LT  LG  C  RG  RT  WR3
                        QB              WR1
                        HB1
                        HB2
```

## Hands/ SHOTGUN

```
      WR2      LT  LG  C  RG  RT  WR3
          HB2                              WR1
                        QB  HB1
```

## Hands/ RUN & SHOOT

```
      WR2      LT  LG  C  RG  RT          WR1
          HB2            QB      WR3
                        HB1
```

## Fast/ PRO FORM

```
      WR2      LT  LG  C  RG  RT  WR4
                        QB                  WR1
                   WR3      HB2
```

## Fast/ SHOTGUN

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| WR2 | | LT | LG | C | RG | RT | WR4 | |
| | WR3 | | | | | | | WR1 |
| | | | | QB | HB2 | | | |

## Hands/ RUN & SHOOT

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| WR2 | | LT | LG | C | RG | RT | WR1 |
| | WR3 | | | QB | | WR4 | |
| | | | HB2 | | | | |
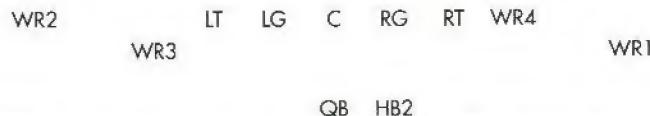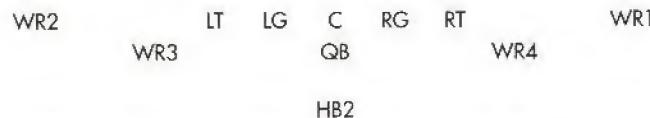
## Kickoff

FS1    TE1    ROLB    WR3    MLB    K    SS    WR4    LOLB    TE2    FS2

# DEFENSIVE FORMATIONS

## GOAL LINE

A good line up for stuffing the short run and goal line defense.

## 3-4

Featuring three down linemen with four linebackers, this defense is now the most popular in professional football. Used for short and medium zone pass coverage and containment against the run.

## 4-3

Standard four down linemen (two tackles and two ends) with three linebackers. It's most effective against short passes and the run.

## NICKEL

Gets its name from the addition of a fifth defensive back (nickel back). When a pass is expected, many teams add a defensive back to their sets, and take out a linebacker. Cover and Read sets are available.

---

## DIME

When the defense is willing to mortgage the farm that the next play is going to be a pass, they might put in a sixth defensive back. This is the Dime defense or Dime package. Cover and Read sets are available.
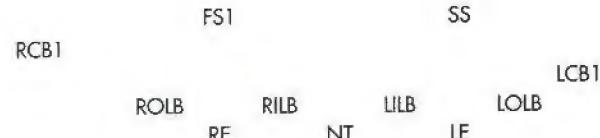
# DEFENSIVE ALIGNMENTS

The alignments show how your defensive team lines up when you call certain formations. You'll be more competitive if you use these alignments in combination with the Scouting Report. Here's an example of how to use them.

From the Scouting Report you can find out who your fastest defensive back is. Check out where that guy lines up. (Look for his number). If he's not covering the man or zone you want him to cover, get control of him by pressing **B** (until he's standing on the star symbol) and then use the D-Pad to move him into the position where you think he'll be most effective.
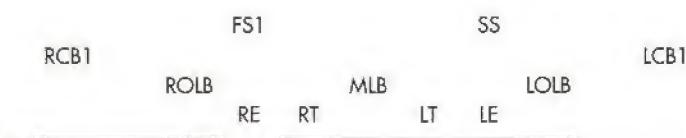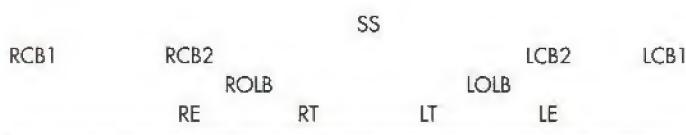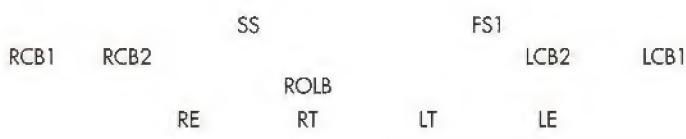
### GOAL LINE

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | | | | FS | | | | |
| RCB1 | | | | | | | | |
| | | | | | | | | LCB1 |
| | ROLB | | SS | | | LOLB | | |
| | | RE | RILB | NT | LILB | LE | | |

### 3-4

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | FS1 | | | SS | | |
| RCB1 | | | | | | | |
| | | | | | | | LCB1 |
| | ROLB | | RILB | | LILB | LOLB | |
| | | RE | | NT | | LE | |

## 4-3

```
                FS1              SS
RCB1                                          LCB1
        ROLB           MLB          LOLB
            RE    RT         LT    LE
```

## NICKEL

```
                          SS
RCB1         RCB2                   LCB2    LCB1
        ROLB                 LOLB
        RE         RT         LT        LE
```

## DIME

```
              SS              FS1
RCB1    RCB2                   LCB2    LCB1
              ROLB
        RE         RT    LT        LE
```

## Kickoff Return

```
              KR              HB2
        TE2                        TE1
LOLB                  FB                  ROLB
     LG       LT              RT      RG
```

---
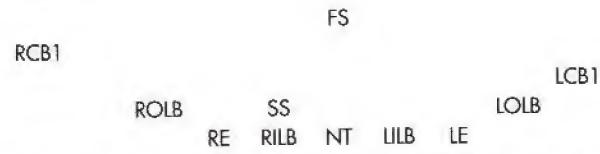
# TEAMS

## 1993 TEAMS

### AFC East
New York Jets
Miami Dolphins
Indianapolis Colts
Buffalo Bills
New England Patriots

### NFC East
Washington Redskins
New York Giants
Philadelphia Eagles
Dallas Cowboys
Phoenix Cardinals

### AFC Central
Pittsburgh Steelers
Houston Oilers
Cleveland Browns
Cincinnati Bengals

### NFC Central
Minnesota Vikings
Green Bay Packers
Detroit Lions
Tampa Bay Buccaneers
Chicago Bears

### AFC West
Seattle Seahawks
Los Angeles Raiders
Kansas City Chiefs
San Diego Chargers
Denver Broncos

### NFC West
New Orleans Saints
Los Angeles Rams
San Francisco 49ers
Atlanta Falcons

## 1993 ALL-MADDEN TEAM

## MADDEN GREATS

## 8 CHAMPIONSHIP TEAMS

Miami Dolphins '72          Washington Redskins '82
Oakland Raiders '76         San Francisco 49ers '84
Dallas Cowboys '77          Chicago Bears '85
Pittsburgh Steelers '78     New York Giants '86

# CREDITS

| | |
|---|---|
| Design Adapted by | **Ernest Adams** |
| Strategy by | **John Madden** |
| Software Engineering | **Steve Sims, Monte Singman, Emmanuel Berrie, Derrick Yim, Craig Reynolds** |
| Art Direction | **Michael Becker** |
| Graphics | **Willy Aguilar, Chuck Austen, Jeff Jacka, Bob Rossman, Jeff Smith** |
| Project Director | **Kelly Pope** |
| Project Manager | **Lucy Bradshaw** |
| Audio Director | **Rob Hubbard** |
| Executive Producer | **Scott Orr** |
| Associate Producer | **Mike Rubinelli** |
| Design Contributors | **Happy Keller, Mike Madden** |
| Testers | **Gordon Bellamy, Ken Rogers, Greg Kawamura** |
| Player Ratings | **James Bailey, Gordon Bellamy, Mike Rubinelli** |
| Videography | **Mark Day** |
| Video Post Production | **Jerry Newton, Stig Smith, Michael Sweeney, Ernest Adams** |
| Video Narration | **John Shrader** |
| Package Design | **E.J. Sarraille Design Group** |
| Package Photography | **Henrik Kam** |
| Package Art Direction | **Nancy Fong** |
| Product Manager | **Gary Gettys** |
| Publicists | **Dave Dempsey, Mary Snow** |
| Documentation | **Jamie Poolos** |
| Documentation Layout | **Jennie Maruyama** |
| Quality Assurance | **Randy Eckhardt, Walt Ianneo, Rich Rogers, Erik Whiteford, Dave Schenone, Pauly "Gern" Armatta** |
| Special Thanks | **Steve Crane, Joe Madden, EA SPORTS Marketing** |